

INITIATIVE = REF + 1D10

ACTIONS

- Move,
- Equip/Drop,
- Hold Action,
- Run,
- Get Up,
- Use Skill,
- NET Actions,
- Stabilize,
- Attack,
- Choke,
- Grab,
- Human Shield,
- Reload,
- Throw,
- Vehicles;
- Get into
- Start
- Maneuver



RANGED COMBAT

REF+SKILL+1D10 VS

DV OR DEX+EVASION+1D10

SINGLE SHOT DV

Weapon	0 - 6	- 12	- 25	- 50	- 100	- 200	- 400	- 800
Pistol	13	15	20	25	30	30	N/A	N/A
SMG	15	13	15	20	25	25	30	N/A
Shotgun (Slug)	13	15	20	25	30	35	N/A	N/A
Assault Rifle	17	16	15	13	15	20	25	30
Sniper Rifle	30	25	25	20	15	16	17	20
Bows & Crossbow	15	13	15	17	20	22	N/A	N/A
Grenade Launcher	16	15	15	17	20	22	25	N/A
Rocket Launcher	17	16	15	15	20	20	25	30

Thrown Object: DEX+Athletics+1d10 vs Grenade Launcher

AUTOFIRE DV

Weapon	0 - 6	- 12	- 25	- 50	- 100
SMG	20	17	20	25	30
Assault Rifle	22	20	17	20	25

NOTES

Autofire: 10 bullets needed. Damage: 2d6 x Points over DV upto... SMGs Max: x3 or Assault Rifles: x4
Arrows: No Reload needed.
Suppressive: 10 bullets needed. Concentration vs Autofire or hide.
Shotgun Shells: Shoulder Arms vs DV 13. For 3d6 to all within 6m.
Explosives *: Hit all within 5m (10x10 square)

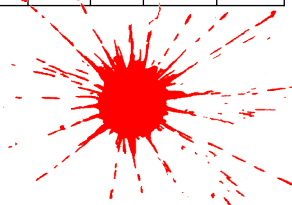


WEAPONS

Weapon	Skill	Dam.	Mag.	ROF	Hands	Conc.
Medium Pistol	Handgun	2d6	12	2	1	Y
Heavy Pistol	Handgun	3d6	8	2	1	Y
V. Heavy Pistol	Handgun	4d6	8	1	1	N
SMG	Handgun	2d6	30	1	1	Y
Heavy SMG	Handgun	3d6	40	1	1	N
Shotgun (Slug)	Shoulder Arms	5d	4	1	2	N
Assault Rifle	Shoulder Arms	5d6	25	1	2	N
Sniper Rifle	Shoulder Arms	5d6	4	1	2	N
Bows & Crossbow	Archery	4d6	N/A	1	2	N
Grenade Launcher	Hwy Wp	6d6*	2	1	2	N
Rocket Launcher	Hwy Wp	8d6*	1	1	2	N

WOUNDS

State	Threshold	Effect	Stabil.
Light	< Full HP	None	DV 10
Serious	< 1/2 HP	-2	DV 13
Mortally	< 1 HP	-4	DV 15
Dead	Failed Save	Dead	No!



BODY ARMOR

Armor	SP	Pen.
Leathers	4	None
Kevlar®	7	None
Lt. Armorjack	11	None
Bodyweight Suit	11	None
Med. Armorjack	12	-2
Hvy. Armorjack	13	-2
Flak	15	-4
Metalgear®	18	-4

Bulletproof Shield: 10 SP
 Corpsel/Body: SP = BODY

Thick Steel (50 HP): Bank Vault Door, Engine Block, Hydrant
 Thin Steel (25 HP): Car Door, Metal Door, Refrigerator, Shipping Container
 Thick Stone (40 HP): Boulder
 Thin Stone (20 HP): Statue
 Thick Bulletproof Glass (30 HP): Bank Window Glass, Bulletproof Windshield
 Thin Bulletproof Glass (15 HP): Bulletproof Windshield, Prison Visitation Glass
 Thick Concrete (25 HP): Data Term, Utility Pole
 Thin Concrete (10 HP): -
 Thick Wood (20 HP): Bar, Log Cabin Wall, Tree
 Thin Wood (5 HP): Overturned Table, Wardrobe, Wooden Door
 Thick Plaster/Foam/Plastic (15 HP): Office Wall, Sofa
 Thin Plaster/Foam/Plastic (0 HP): Office Cubicle, Windshield
 Note: BODY 10+ Needed to move Thick Cover.



COVER

CRITICAL HITS

On **Box Cars**, roll 2d6 for a critical and score +5 HP Damage.
 F: First Aid P: Paramedic S: Surgery

CRITICAL (TO BODY)

Roll	Injury	Effect	Quick Fix	Treatment
2	Dismembered Arm	No use. Drop stuff. Death Save +1	N/A	S (17)
3	Dismembered Hand	No use. Drop stuff. Death Save +1	N/A	S (17)
4	Collapsed Lung	MOVE -2 Death Save +1	P (15)	S (15)
5	Broken Ribs	Move 4m+, 5 HP	P (13)	P(15)/S(13)
6	Broken Arm	No use. Drop stuff	P (13)	P(15)/S(13)
7	Foreign Object	Move 4m+, 5 HP	P/FA (13)	Quick Fix
8	Broken Leg	MOVE -4	P (13)	P(15)/S(13)
9	Torn Muscle	Melee -2	P/F (13)	Quick Fix
10	Spinal Injury	Lose next Action. Death Save +1	P (15)	S (15)
11	Crushed Fingers	-4 with that hand	P (13)	S (15)
12	Dismembered Leg	Move -6. No Dodge. Death Save +1	N/A	S (17)

CRITICAL (TO HEAD)

Roll	Injury	Effect	Quick Fix	Treatment
2	Lost Eye	-4 Ranged Attacks, Vision. Death Save +1	N/A	S (17)
3	Brain Injury	-2 all Actions. Death Save +1	N/A	S (17)
4	Damaged Eye	MOVE -2 Death Save +1	P (15)	S (15)
5	Concussion	-2 all Actions	P (13)	P(15)/S(13)
6	Broken Jaw	-4 Speech	P (13)	P(15)/S(13)
7	Foreign Object	Move 4m+, 5 HP	P/FA (13)	Quick Fix
8	Whiplash	Death Save +1	P (13)	P(15)/S(13)
9	Cracked Skull	Head shots x 3. Death Save +1	P/F (13)	Quick Fix
10	Damaged Ear	Move > 4m, loose next move. -2 Hearing.	P (15)	S (15)
11	Crushed Windpipe	No Speak. -4 with that hand	P (13)	S (15)
12	Lost Ear	Move > 4m, loose next move. -4 Hearing. Death Save +1	N/A	S (17)

MELEE COMBAT

DEX+MELEE+1D10 VS

DEX+EVASION+1D10

MELEE WEAPONS

Weapon	Dam.	ROF	Hands	Conc.
Light Melee	1d6	2	Var.	Y
Medium Melee	2d6	2	Var.	N
Heavy Melee	3d6	2	Var.	N
V. Heavy Melee	4d6	1	Var.	N

Light Melee: Combat Knife, Tomahawk, Scratchers*, Talon Foot*

Medium Melee: Baseball Bat, Crowbar, Machete, Big Knucks*, Rippers*, Slice 'N Dice*

Heavy Melee: Lead Pipe, Sword, Spiked Bat, Wolvers*

V. Heavy Melee: Chainsaw, Sledgehammer, Helicopter Blades, Naginata

* Cyberware

H2H

BODY	Dam.
1 - 4	1d6
5 - 6	2d6
7 - 10	3d6
11 +	4d6

Minimum Damage for a **Cyberarm** is 2d6.

Grab (& Hold): -2 to all Actions for both of you

Choke: Requires Hold, Ignore armor, BODY in damage.

Throw: Requires Hold, Ignore armor, BODY in damage, Target is Prone.



- Recovery [Any]: DV 13, Get Up for free (ie don't cost a Move Action).

Aikido

- Disarming Combination [Hit with Brawl & MA]: DV15 to *Disarm*.

- Iron Grip [Only once]: DV15 for an extra -2 on escape *Grapple*.

Karate

- Armor Breaking Combination [Hit with Melee & MA]: DV 15 for 2 more armor damage.

- Bone Breaking Strike [WILL 8+]: One attack only, but adds the *Broken Rib Crit*, or *Cracked Skull* for Head shots.

Judo

- CounterThrow [Dodged all attacks]: DV15 to auto throw a target.

- Grab Escape [Grapples & Hit with 2 Melee attacks]: DV15 to escape grab and give a *Broken Arm Critical*.

Taekwondo

- Pressure Point Strike [WILL 8+]: Make single attack, if hit add *Spinal Injury Critical*. Head shots, get a *Brain Injury Critical*.

- Flying Kick [MOVE 8+, & move 4m]: Single attack, Move towards target, do damage, and knock *Prone*.

MORE HURT

Fire:

- Mild (Wood Fire): 2 Damage direct to HP/Turn
- Strong (Gasoline Fire): 4 Damage direct to HP/Turn
- Deadly (Thermite): 6 Damage direct to HP/Turn

Drowning:

- Hold breath for BODY in minutes, then BODY in Damage/Turn.

Asphyxiation (Space):

- Drowning plus, 1d6 to INT, REF, and DEX. If INT reaches 0, Your Dead. You recover if you breather air.

Electrocution:

- 6d6/Turn, soaked by armor

Exposure:

- 1d6/Day (Direct). While exposed to extreme elements, you cannot heal naturally. Proper equipment for environment, no risk of exposure.

Falling:

- Fall 40 m/ Turn. One chance to grab a ledge with DV15 Athletics. No Check for a Grapple Hand, Grapple Gun, etc.

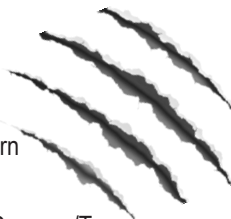
- NB: Ignore the first 10m or 2 Cyberlegs ignore the first 30m.

- Take 2d6 for every 10m fallen and suffer *Broken Leg Critical*.

- Common sense. EG. Fall of Skyscraper = dead

Radiation:

- Low level radiation: GM interpret.
- High level radiation: Equivalent to *Mildly On Fire*
- Extremely Hot Zone: Equivalent to *Deadly On Fire*.



TRAUMA MEDICINE

Cybertech:

- Not for Wounds. Can Quick Fix Cyberware.

First Aid:

- Can Stabilize Wounds and Quick Fix Common Injuries.

Paramedic (x2):

- Can Stabilize Wounds, apply Quick Fix, and treat Critical Injuries.

Surgery (aka Medicine):

- Medtech only. Can treat all Critical Injuries.

STABILIZE

Use First Aid or Paramedic.

Lightly: DV10 to Heal

Seriously: DV13 to Heal

Mortally: DV15 for 1 HP & unconscious.

WOUNDS

State	Threshold	Effect	Stabil.
Light	< Full HP	None	DV 10
Serious	< 1/2 HP	-2	DV 13
Mortally	< 1 HP	-4	DV 15
Dead	Failed Save	Dead	No!

TREATMENT

Quick Fix (with First Aid or Paramedic):

- Takes 1 minute. You can treat yourself. Remove the Injury Effect for the rest of the day.

Treatment (with Paramedic or Surgery):

- Each attempt takes four hours. Can't treat yourself. Removes Injury Effect.

Hospital: For a 4 hour treatment in a day

- DV17+: 1,000eb/Day (V. Expensive)

- DV15: 500eb/Day (Expensive)

- DV13: 100eb/Day (Premium)

- DV10: 50eb/Day (Costly)

- An overnight bed. 100eb/Day (Premium).

Body Banks:

- They are not taking bodies, as vat grown limbs are too cheap.

POISONS

Intensity	Example	DV	Effect
Mild	Belladonna, Toxic Waste	11	1d6
Strong	Arsenic	13	2d6
Deadly	Biotoxin, Designer Poison, Stonefish Venom	15	3d6

DRUGS

Intensity	Example	DV	Effect
Mild	Alcohol	11	Inebriation
Strong	Sodium Pentothal	13	Suggestibility
Deadly	Designer Drug	15	Designer's Intention

STREET DRUGS

Resist Torture/ Drugs vs DV to avoid Secondary Effects.

Black Lace (50eb) - Pg 227.

- Main Effects: 24 hrs, 2d6 HL for duration, Ignore Seriously Wound State.

- Side Effects (DV17): addicted (Black Lace)m HL permanent, -2 REF when not using.

Blue Glass (20eb) - Pg 228.

- Main: 4 hrs. Will "*flashing out*" with hallucinating colours & shorts, and will lose an Action

- Side Effects (DV15): Addicted (Blue Glass). Typically will *flash out* each hour. Primary effect now stops *flashing out* and is used for stability.

Boost (50eb) - Pg 228.

- Main: 24 hrs, INT +2

- Side Effects (DV15): Addicted (Boost), -2 INT.

Smash (10eb) - Pg 229.

- Main: 4 hrs, euphoric, +2 to the following Skills: Dance, Contortionist, Conversation, Human Perception, Persuasion, and Acting.

- Side Effects (DV15): Addicted (Smash), dysphoria, -2 to the following Skills: Dance, Contortionist, Conversation, Human Perception, Persuasion, and Acting. Craves more Smash.

Synthcoke (20eb) - Pg 229.

- Main: 4 hrs, +1 REF, paranoid ideation

- Side Effects (DV15): Addicted (Synthcoke), -2 REF, crave more Synthcoke

